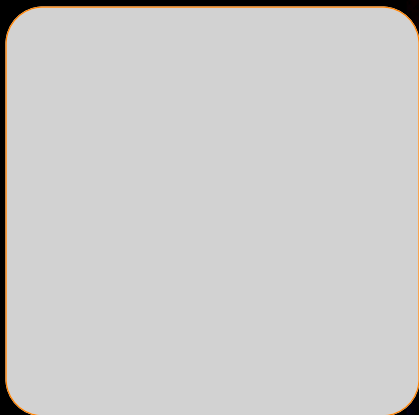


GOX

Game eXtra
Newsletter #1



Movie Review Inside →

Page 1

Inside:

Community Zone - We've changed address, we've a new artist, some of us have got married, we've a new section coming, and time is running out for last issue's compos!

United World - Tekken madness in Arcades and on Gameboy Advance! Details on the first European NUON player in Xgen, followed by Gamecube details including Mario Sunshine and Zelda video footage descriptions. Then there's News at bullet point! Plus a plug for Emily Booth's new website!

Movie Reviews - How well have Tomb Raider and Final Fantasy converted to the big screen this summer? The U.G. critics have their say.

United Games At The Shops - What happened at CEX last issue? Plus details of new United Games stockists.

Back Issues - missing an issue of the U.K.'s premier games fanzine? You needn't be.

Other Fanzines - Learn about Transformers the Lost Chronicles and Retro Collector!

End Zone - Last minute Xbox news plus editorial banter!

Editors like their waffles well done.

Hello and welcome,

to the first of what will hopefully be a very very groovy series of newsletters.

At the moment I haven't got a clue how regular these things are going to be. We did want them to be weekly, but we're not sure if we can keep up the pace, so we might just make 'em fortnightly, but however frequent these groovy newsletters turn out to be - they shall be frequent. 'Cos that's the whole idea behind making them.

Yes, it's sad but true, that this funky gaming newsletter has simply been designed to act as something to string along you readers between issues of our main games magazine United Games. But hey - don't yell at us for taking steps to promote U.G., as remember folks - it's made by you, for you! An unprecedented 24 of you got involved in the last issue, so we're just making sure that the public's games articles get a decent showing. And anyway, this newsletter is free, so you can't really complain can you?

Anyway, this debut issue of our Game eXtra newsletter contains Community Zone News on United Games, all the latest Computer Games News, funky Tomb Raider and Final Fantasy Movie Reviews, and some Gamecube tit-bits squeezed in at the last moment. So enjoy!

As with United Games, consider this YOUR newsletter. If there's anything you don't like about it, things you'd like changed, or if you've any ideas on how it could be made better - don't hesitate to get in touch. In the meantime, enjoy the issue!

~The Editor~



27 At the Movies

Does a good game maketh a good movie? Read our Tomb Raider and Final Fantasy movie reviews 24 pages in from here.

Community Zone is very groovy

Community ZONE



Alright? Becky here, for another Community Zone section. It's about us, it's about you - it's about United Games.

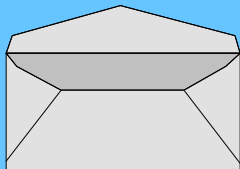
☺ Enjoy(!).

Ben DVDs what nobody else can DV-do (or, er, something).

Our one and only deputy Editor, Mr Ben Evans, has decided that United Games would be even funkier if it featured DVD reviews, so all you PS2 and P:C. DVD-ROM owners know what movie discs are worth getting, etc. Ben doesn't do much besides make perverted jokes, so we were quite impressed when he came up with this idea. Even still, Ben only has so many DVD movies, so if anyone wants to help him out with DVD reviews,

then they can, (*Or alternatively, you can just buy me some DVDs, or better yet make large cash donations to Ben-DVD-Aid. **Ben.***). Ben can be emailed at Ben@game-extra.co.uk. Alternatively, just write in to our new address (above, right) with your contributions and contact details. Ben reckons reviews can use the same colour symbol system as our game reviews. Consult your Review Pack or U.G. issue for the guide to colour symbols.

You'd better believe it baby - yeah!



IMPORTANT!!! NEW ADDRESS!!

That's right people. Our address has now changed. We are no longer at Harrow, and emails sent to our old PO BOX addresses WILL NOT reach us. Please make sure all correspondence is directed to our NEW address:

6 Cheviot Close, Ramleaze, West Swindon, Wiltshire, SN5 5QD.

The Newly Weds

Last issue we told you that Ken and George (aka Amanda) had gotten engaged. Well, on June the 2nd they went the next step and actually tied the knot. A number of us went to the wedding, and it turned out to be a great day, with a groovy ceremony and reception. We'd just like to take this opportunity to congratulate Ken and George once more, and wish 'em all the best for the future. We'll be embarrassing them with photos as soon as they're developed.

(Both George and Ken are Team Members of United Games).

A New Artist joins the Team!

Her name's Harriet, and you can see an example of her excellent artwork to the right. She draws in a style not unlike that employed by the Japanese in their anime productions (anime is the Japanese' abbreviation for animation, and it has become a western label used to describe animations originating from Japan).

We're proud to have her onboard, and hope you'll look forwards to seeing her artwork grace the pages of your favourite games magazine come the next issue.



You've shunned Pikachu. How could you?

COMPETITION

NEWS:

The "Win A Game Of Your Choice" Competition was originally designed to promote our Game eXtra Online Archives, however, we have not properly launched the online article archive service yet, and because of this, the competition has been postponed and will relaunch when we finally sort out the online Game eXtra archives. Anyone who has already entered the competition can write in if they have changed their minds about what game they would like to win. As for the rest of you, the moment the competition re-opens, we'll be letting you know!



WIN AN OFFICIAL PLAYSTATION 2 T-SHIRT!

Wow! We had quite a response to this competition. We will announce the winner in the next edition of United Games. That's only a few weeks off, so if you haven't entered yet, get going!

All you have to do to enter is answer the following question: ***"What would you do with a PS2 T-shirt if it was so ridiculously large, it proved impractical to wear?"***

And then send in your answer along with your name and address to either:

PS2-Tshirt Compo, United Games,
6 Cheviot Close, Ramleaze,
West Swindon, Wiltshire, SN5 5QD.

Or:

PS2-Tshirt@game-extra.co.uk
The best answer wins.

But the yellow one will not cry. Or else sparks will fly.

C O R N E R



DON'T YOU PEOPLE WANT ME??

We had an incredible number of entrants to this competition. Only ONE person entered! Yes! So if YOU were to enter the competition now, the odds would be 50-50, not a one in a million chance, but a one in two chance of winning.

Come on, poor old Pikachu is beginning to think nobody likes him, and if an electronic light and voice Pikachu cries, sparks fly (water and electricity don't mix folks)! So come on, we wanna lose this Pokémon merchandise, so enter today!

In addition to the Pokémon Voice and Light Pikachu, we're also giving away some Pokémon Trading Card Playmats, two Pokémon Battle Figures, a Pokémon Trading Card Game PC CD-ROM and a Mew Trading Card, to one lucky winner!

To enter the free draw, just send your name and address to:
Pokémon Compo, United Games,
6 Cheviot Close, Ramlease,
West Swindon, Wiltshire, SN5 5QD.
Or email your name and addy to us at:
Pokecomp@game-extra.co.uk

T E R M S A N D C O N D I T I O N S

All our competitions ask for your name and address. The name you provide will be used when we announce the winner, and your address will be used to post prizes to you should you win.

We do not disclose your address to any 3rd party companies. However, if you are not subscribed to the GX newsletter, we'll sign you up for it, unless when you've entered a

competition you've written "No Newsletter thanks mate" on your entry. Actually, you can tell us you don't want the newsletter any time you feel like it, and we'll stop sending it.

We haven't made up our minds exactly when the compositos end. But we want to announce winners in the next issue which is due soon. So enter ASAP, as it could all be over in 3 to 4 weeks.

W e l c o m e t o o u r U n i t e d W o r l d



[Welcome to our World. Our united world.

A life triggered by events that render you in circumstances you must deal with. A life dictated by news and events. A life enjoyed thanks to entertaining features. Roll on games news. Yet let me shape my own world.]

Tekken 4 coming to Arcades near you soon!

A-ha! 'Tis true! The fourth King of The Iron Fist Tournament (aka Tekken 4) should be available for all to play at an arcade by the end of August/beginning of September.

Yes, it's a bit of a vague date really isn't it? That's just Namco, they don't like to say exactly when, in case there's a delay and they look silly. And yes, I did say Arcade, so it'll be a pound a pop, I'd imagine.

Why look forwards to the Arcade release of Tekken 4 then? Well, it is due to be released on PlayStation 2 somewhen, and won't you look like a pro gamer if you've already learnt all the special moves from the arcade version? You'll be able to rise above the mere button bashing of your friends, and claim some early victories.

Yes, okay, okay, this isn't the days of 10p Pac-man, and we understand only the avid amongst you will, er, avidly, throw pounds into this Arcade machine to the end of mastering it. But as for the rest of you, it will still be worth the odd play now and again in passing, as not only is it as fun as previous Tekken games, but it also introduces some groovy new gameplay concepts to the Tekken series.

We've gone through some of the more interesting new features in the fourth edition of Tekken to the right. In the meantime, if you get to have a go on Tekken 4 when it hits the UK in a few weeks time, write in and let us know if these features really do make this the best game in the Tekken series so far.

FEATURE 1: NEW CHARACTERS



Name: Steve Fox.
Fighting style:
Derived from Boxing.

In some kind of tribute to Street Fighter this guy looks remarkably like Ken, only with a Hawaiian holiday shirt instead of red pyjamas. He's called Steve Fox, and is from the U.K. (wahey!), and like SF3's Dudley, learnt his fighting skills from the sport they call Boxing.



Name: Craig Marduk.
Fighting style:
Vale Tudo.

This guy got put in prison after a bit of a bar side brawl that ended in murder. Yep, he's a bit of a hot head. He used to be a professional Vale Tudo fighter, but now he's entering the Tekken 4 tournament simply because the mysterious benefactor that bailed him out of jail gave him an entry ticket.



Name: Christie Monteiro
Fighting style:
Capoeira

Tekken needs more ladies, so it's cool that Christie has joined the fighters. She wears a lot of purple, which makes us think she's a purple hippie chick (we love 'em), but she's not a peace-loving pacifist. She's the granddaughter of Eddy Gordo's old mentor, so Eddy's taught her all her grandfather taught him.

FEATURE 2: ARENA WALLS



The walls in Tekken 4 are more realistic than the ones first seen in the likes of Sega's Fighting Vipers (good game that), as they're not just walls surrounding an arena, they're actual elements of the environment.

The lab terrain, pictured above is one of a few all-enclosed stages you'll see, but open air arenas such as the skyscraper roof also feature objects that act as walls.

← *See that there?*

That's a wall that is. And it means grievous bodily harm, for it's now possible to be caught between a wall and a fist, so no more flying back and landing on your hands and knees. Nope. If you get hurled backwards - GAH(!) - you go straight into a wall. Painful.

In the picture to the right, we see Stevie, our U.K. representative, get the c**p kicked out of him 'cos he's silly enough to get his ass up against a statue (we don't recommend it, people).

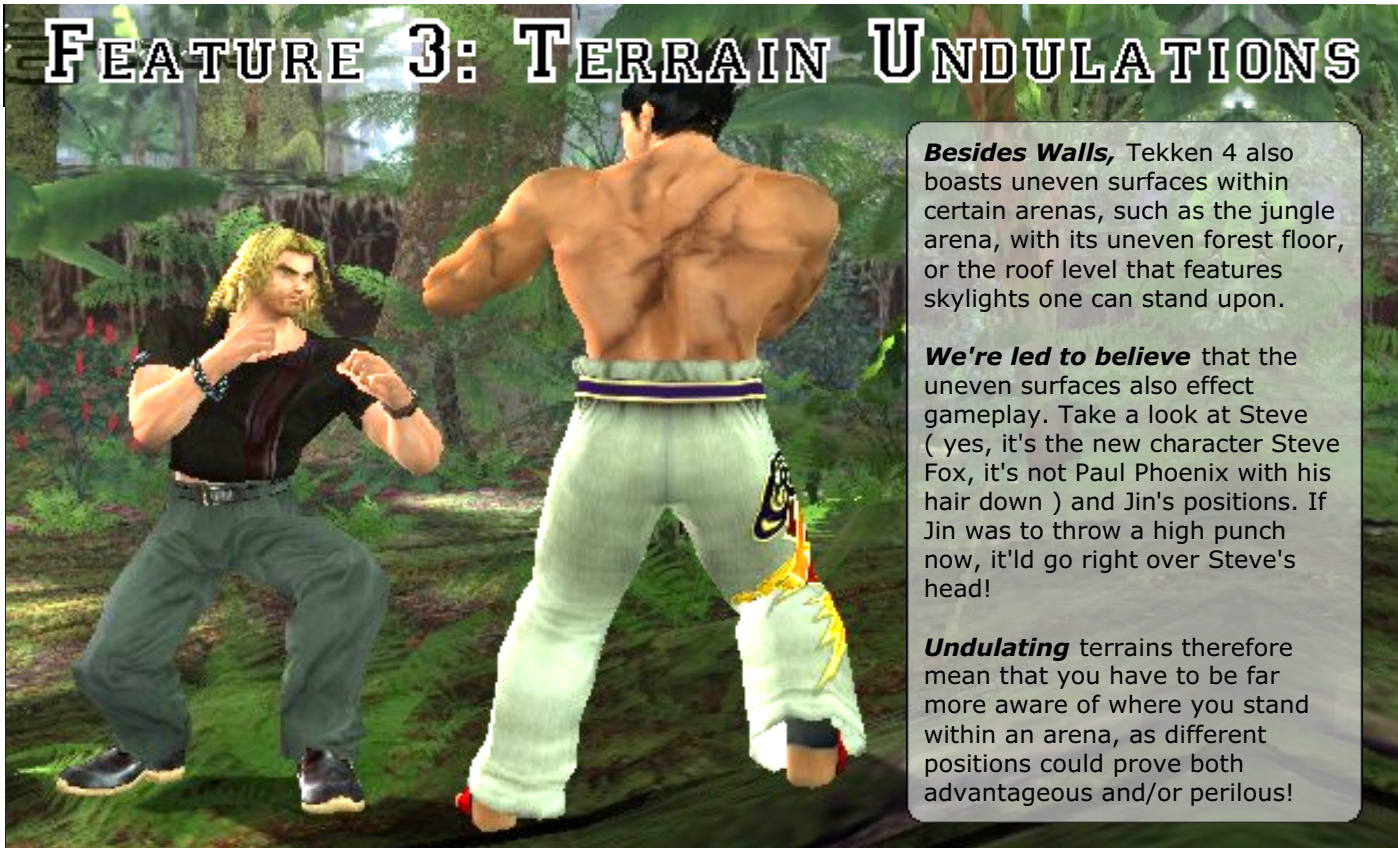
Of course, there are new gameplay elements to overcome the problems that boundaries such as statues and walls present.

See Feature 5: Position Changing.



w i t h f a k e p l a s t i c t r e e s .

FEATURE 3: TERRAIN UNDULATIONS



Besides Walls, Tekken 4 also boasts uneven surfaces within certain arenas, such as the jungle arena, with its uneven forest floor, or the roof level that features skylights one can stand upon.

We're led to believe that the uneven surfaces also effect gameplay. Take a look at Steve (yes, it's the new character Steve Fox, it's not Paul Phoenix with his hair down) and Jin's positions. If Jin was to throw a high punch now, it'd go right over Steve's head!

Undulating terrains therefore mean that you have to be far more aware of where you stand within an arena, as different positions could prove both advantageous and/or perilous!

K a r m a p o l i c e , a r r e s t t h i s m a n .

⇨ = Tap
⇩ = Hold

FEATURE 4: DODGING



Jin dodges to the right of Paul's attack, which leaves Paul's chest vulnerable to attack for the split second his arm is still out-stretched.



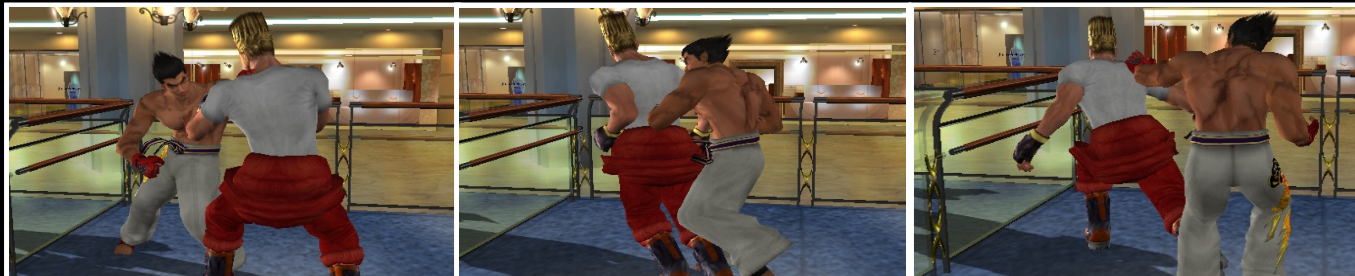
At last there's a dodgy button in Tekken - hooray! Namco may boast that it's an innovative new feature, but it's anything but new. Introduced in Fighters Megamix, it's been in Virtual Fighter 3, Virtual Fighter 4, Temco's Dead or Alive, etc, etc....and now finally, it's in Tekken.

The funky thing is that when a character dodges, they actually move around the character a number of degrees, meaning that they can then (if they're quick enough) perform a side attack to their vulnerable adversary.

His Paul Phoenix hairdo is making me feel ill.

FEATURE 5: POSITION CHANGING

Now this new move is a little more innovative (even if it's exactly the same as one of Candy's moves in *Fighters Megamix. Ed*), and it's gonna come in real handy! You've been backed into a corner, right? Wouldn't it be great if you could grab your enemy by the arm to pull you out of the corner, and then to push them into the corner? Ha! Well, now you can, thanks to Namco introducing a position change move. Bwoarhahaha!



AHHHHHHH! You thought you had me cornered, didn't you? Ha! Go on, get in there! See how you like it!

Now on fake plastic purple.



TEKKEN 鉄拳 (仮)

GAME BOY ADVANCE 用

Namco have just recently released a series of shots of the Gameboy Advance version of Tekken.

The game really showcases the Gameboy Advance's graphical prowess, however, it should be noted that however smooth the graphics look, the game remains very much 2D.

The screens reveal a series of well drawn stages to fight in such as a jungle/forest stage, a temple stage and a dojo stage among others. However, whilst Tekken 4 on PS2 introduces walls to the series, we have yet to see any stage with walls in this GBA version. At the moment, the backgrounds just go on and on, a bit like the dessert stage in Virtua Fighter 2.



Is that Blood coming from Hwoarang's leg? We reckon it's just the last animation frame of a sprite-based pyrotechnic effect. Afterall, Mortal Kombat it ain't. But it does look like blood doesn't it?

The Playstation Tekken games always featured nice little pyrotechnic effects when an enemy was hit, and Namco have attempt to recreate some of these on the GBA. They appear to be mere sprite animations, but they work really well. Some of the shots revealed also showed what looked like blood spewing from Hwoarang as he was kicked, although this could simply

The Games Jester should be here, but I can't find a Biro. Lol.



the final animation frame of a pyrotechnic special effect. Take a look at our first, slightly larger, screenshot and decide for yourself.

The final character roster for the game has yet to be fully revealed, but we know for sure that King, Xiaoyu, Hwoarang, Law, Nina, Jin, Paul, Gun Jack, and Yoshimitsu will be starring in the game. It's as yet unknown if any of Tekken 4's new

characters will be appearing, or if the Devil/Angel bosses from previous Tekkens will make an appearance in the game.

What we do know however is that the game will be shown in action at Nintendo's Spaceworld show in Japan at the end of this month - so check the web for details, as reports from Japan should reveal all!

GBA Tekken isn't just button bashing madness. Like the PlayStation and Arcade games, tactics and strategies have to be employed. On the bottom row of screens we see Xiaoyu prove just how quick and nimble she can be, by first ducking Hwoarang's kick, only to give him an upper cut, and then by jumping straight over King's attack! The top row of screens demonstrate the different arenas, with shot #2 showing how far apart the characters can stand.

United World Sub-section



Gen

Next Generation Gaming.

The
FUTURE
of GAMING

Dreamcast

Gamecube

Gameboy Advance

Nuon

PlayStation2

X-box

and more....

The N705



Samsung reveals Europe's first NUON DVD player!

Blimey! Community Zone's DVD news, two movie reviews, and now Xgen is featuring a new DVD player. You'd be forgiven for thinking we had strayed off the subject of gaming. But we haven't. Those of you who've read our last two issues will know all about NUON and its game playing capabilities. As for the rest of you, we're a kind bunch so we've reiterated the NUON explanation in that yellow box out on the right.

The hot news is that finally, details have emerged on the first European NUON enhanced DVD player. It's being made by Samsung, and they've gone and dubbed it the N705. Great name 'eh? (Heh. Ed.). Anyway, Samsung have said it should be available late third quarter or early fourth quarter of this year,

Why isn't there one of these bars to the left??

which translates as "around September". Indeed, some web sites are hoping to be able to start taking pre-orders of the N705 machine around September, so although the date sounds vaguish, it's still a serious indicator. Nuon is coming people!

OUCH! But at a Price. Samsung revealed that it will be selling for 500 Euros. That converts to approximately £300. Games wise, that isn't too good, as that was the launching price of the PlayStation 2 (PS2 was £299, although it has since been reduced slightly), and the N705 isn't as powerful in the games department as PS2.

However, you will be able to play Jeff Minter's Tempest 3000. As well as new-style DVD movies, which, whilst working perfectly fine on normal DVD

players, will have a whole batch of extra multimedia features available when ran on a NUON DVD player such as this N705.

But is that all worth £300? Ross is a bit of a NUON enthusiast thanks to his fond memories of the Atari Jaguar, (many of it's old franchises are now on NUON, and the makers of NUON - VM Labs, whilst trying to distance themselves from an embarrassing console past, actually have a number of old Atari staff amidst their ranks) but even he is reluctant when it comes to that much oola:

"My rule is not to spend over £250 on any DVD Player! Sure, top-of-the-range players offer improved picture and sound to a degree, but few record, and none offer HDTV Resolution, so why spend the extra money now?"

"My DVD Player has no big brand name, yet it's multi-regional, and plays

PTO →

What is NUON?

'Eh? NUON...what's all that about then? Well, NUON has been set up by a US based company, VM Labs, in order to exploit the DVD market.

You see, in order for DVD players to be able to read and understand the data on a DVD disc, they need to decode it, and the decoding is done by an MPEG 2 decoder. What VM Labs have done is to engineer a piece of circuitry that not only has an MPEG 2 decoder on board, but also some dedicated games hardware.

Now the makers of DVD players have an option. Should they put a standard MPEG 2 decoder in their DVD player? Or, for more or less the same cost, put NUON technology..also capable of internet surfing and games playing into the DVD player? Do you see how that works? NUON is fast becoming a "Why not?" option for many DVD manufacturers.

I s i t a G a m e s C o n s o l e ?

and MP3s as well as DVDs, whilst those at £500+ don't always do the same."

It's at this point that I'd remind NUON fans on a budget that NUON is a DVD standard, to be adopted by a range of different hardware manufacturers, and it may well be the case that as other companies launch their DVD players, the price of NUON will decline as competing hardware manufacturers seek to out perform each other at retail, and

reduce their machine's price tag accordingly.

However, at the moment, the N705 is the first machine we KNOW is going to be released in Europe - whereas with other companies such as Toshiba, etc, we've only heard a few rumours and plans.

The N705 on the

other hand is a reality, being paraded live at the IFA show in Berlin whilst I'm typing! As such, look for more N705 tit bits doing the rounds on the web as the IFA show news breaks during the week!

Unique Features of the N705!

Samsung's European N705 machine is slightly better than its American counter part, the Extiva N2000, which launched in the US last Christmas, and that's because it has a series of extra features.

Firstly, legendary programmer Jeff Minter (think C64 - think Llamasoft - Attack of the Mutant Llamas, etc or think Atari Jaguar - Tempest 2000) has added more effects to the much praised Virtual Light Machine (VLM) which creates visual effects to accompany the playing of your audio CDs. As with the Extiva, the effects are different everytime, and

look absolutely stunning, but now, on the N705 there are more effects than ever - a staggering 152 of them! What's more is that now they are compatible with MP3s, and not just with Audio Cds.

Which brings us onto the second extra feature - the MP3 player. The N705 can read 'em straight off of your burnt CDs, (although the MP3s have to have been recorded at at least 128kbits [CD Quality]) and there's a dedicated menu to select the tracks you wish to play.

ACTIVISION TO PUBLISH NUON GAMES.

Activision has recently signed an agreement to publish interactive titles for NUON DVD players. However, there are as yet no plans to release

Another feature is the extremely useful screen-fitting function, which when activated, kills any black bars present - resizing the video to fit the whole screen. And there's also a unique "Snap Shot" mode, which allows you to edit a paused picture. Quite to what extent you can edit the picture, however, is unknown. Do you get to export it to a paint program? Hmm...we'll have to wait and see.

Of course in addition to this there are all the functions of the regular NUON player. Super Zoom (x20),

franchises such as Tony Hawk Pro Skater, etc. Rather, they're re-releasing the Atari Jaguar game Pitfall: Mayan Adventure, which couples the classic gameplay of Pitfall with what looks like 16-bit graphics. A conversion of Star Trek:

Invasion is also underway (it's currently available on P.C. and PlayStation) which is to be followed by Shogi - an eastern board game. Not exactly thrilling stuff,

Web Browsing, the ability to play NUON Computer Games, etc, etc.

Check out the last issue of United Games for a run down on NUON and games due out on the format.

out there who are thirsty for news on NUON software.

Remember - NUON is an all-in-one "family" device, so however much Tempest 3000 screams "Hardcore" the guys in suits seem to only want to release what they think will appeal to a mass market of casual gamers. Personally, I think a good game will sell no matter the format, but Activision are in no hurry to covert modern classics such as Tony Hawk. Still, the titles announced are still good in their own right, and will no doubt be welcomed by the NUON fraternity.

In other related news:
Iron Soldier 3 has recently shipped for NUON in the US.

United Games Embarrassment!!



We made a real NUON cock-up last issue, that we just have to correct.

Please note, that when last issue's NUON feature went to press, the editor, a Mr A.J. Mehta, didn't realise that VM Labs were in fact based in the US.

"What!?!" he exclaimed, upon being corrected by the boffins down at <http://www.nuon-dome.com>, "You mean something as great as NUON isn't British?"
 "Er...no." replied the NUONites.
 "It HASN'T been made by University boffins?"
 "Erm...well, maybe people from Harvard..."
 "Harvard smarvard!" cried the U.G.

editor, beginning to get hysterical "Cambridge is the...oh, bloomin' nora. I can't keep up this patriotism. (it lasted for an amazing twelve lines people! Ed.). So I goofed. At least the machine's got potential and some decent games in the pipeline. If only I hadn't written `Cambridge` in font size 24!"
 "There, there..." consoled the kind, caring people at NUON Dome "It's gonna be okay!"
 "Oi!" barked the editor, somewhat unexpectedly "I'll be havin' none of your consolations my son! If I had just bought an Atari Jaguar Console I would expect to be consoled. This is NUON. I expected to be DVDed.."
 <BOOM-BOOM-CLASH!>
 (Hmmm....or maybe "Wa-wa-waaa!" would be a fairer accompaniment to that most dire of puns. Ed).



FOR FURTHER INFORMATION:

www.nuon-tech.com
 This is the official NUON website made by VM Labs, for all the official info you'll need.

www.nuon-world.com
 This was the first site to report the N705 European NUON player! Check them out NOW(!) for exclusive pictures of the machine!

www.nuon-dome.com
 Excellent NUON site, maintained by Kevin Manne, who helped with last issue's feature, and also pointed out our embarrassing error (left).

The Future is cubed.



NINTENDO
GAMECUBE™

N i n t e n d o
S P A C E W O R L D

is all over the web, so that's
where we went...

Amazing stuff!

VIDEO CLIPS!!

The CVG website,

www.computerandvideogames.com,
has recently become awash with
Gamecube news, derived from them
witnessing footage of titles such as
[Zelda](#) and [Mario Sunshine!](#)

But that's just the half of it, for
they've got video downloads online, for
you to download. Each one is
approximately five megabytes, but
boy-so-boy, are they indeed worth the
download time!

Mario Sunshine!

The Mario Sunshine video

shows Mario on a hot day in a
lazy Mexican town, but Mario's
being anything but lazy, as he
runs, jumps, wall kicks, and
flips, etc.

The video shows no new
moves, and the game even

uses the same Mario vocal cries
as the last game, but Shigeru
Miyamoto was deliberately
trying not to show the new
features in the game at this
early stage out of fear of being
copied. And that's not just a
lazy excuse, 'cos Mario was
wearing a new back pack of
some sort, but the video
footage failed to reveal what it
was. Furthermore, in the clip,



Mario is seen approaching a barrel, and yet, as he reaches it, the video cuts to a different shot. Hmm...makes you wonder what significance the barrel has. A container for powerups? A tribute to Donkey Kong? We may never know....

The Sunshine theme of the game was really apparent in the footage. Not only was the level a sunny Mexican town, with a funny blue characters wearing sombreros, but one of the scenes shown depicted a massive Coconut

with legs chasing Mario! Furthermore, the soundtrack to the video clip was sheer class - a Caribbean remix of the classic Mario theme. Love those steel drums!!

Other notable moments in the video footage included Mario kicking a football that got in his way as he ran. Whilst one might think this is perhaps revealing of a new game play element, the kick performed looked very familiar to the kick in Mario 64, and since Mario kicked it on his way someplace else, it didn't look like it served any specific purpose in the game as yet, but who knows....? Only a guy called Shigeru (Btw - Shigeru Miyamoto is the creator of the Mario games).

Although the video footage showed Mario running about in a Mexican town, there weren't

many people about - although in one of the shots, you can see a young lady standing at the edge of the screen, in a side road (Mario runs straight past her on the main road). Maybe when the game is finished, there'll be more people inhabiting the towns(??).

There were also less human looking inhabitants, shown far more clearly in the game footage - namely some blue-skinned things wearing sombreros and green leafed skirts - Hawaiian style.

It all sounds crazy, but it looks fun. A nice summer vibe, bright colours, whacky enemies (i.e. the running coconut) and the usual Mario gameplay. Not much has been revealed yet. There could still be some real big gameplay surprises, but what's been revealed so far seems real funky.

A h e r o f r o m h y r u l e .

N i n t e n d o G a m e c u b e

Z E L D A



You never thought cell shading
could look this good on Link!

Absolutely phenomenal!!!

You have to visit CVG and download this clip now. Forget what you saw at last year's Shoshinkai/SpaceWorld, Gamecube Zelda has now gone cell shaded! That's to say it's rendered in 3D, but looks 2D - as seen on Dreamcast with Wacky Races and Jet Set Radio.

But this doesn't simply look fresh and cool like Jet Set

Radio, this looks like a 3D, controllable cartoon! It is so swish and fluid, you wouldn't believe it!

We're not talking Parappa the Rapper cardboard here - no sir! We're talking a zoom-into-and--fleshing-out-of the old NES and SNES overhead views in the original Zelda. We're talking brilliant characterisation -

cheeky winks, cartoon style enemy deaths, great animation quirks, such as smoke effects being drawn as a series of grey swirls, etc, lending the game a Hannah Barbara feeling in places.

Making Zelda look like a cartoon sounds terrible - I was dreading seeing this footage, fearing that it would loose the

The legend known as Link.

unique feel and atmosphere to the Zelda series....but no!! It brings it alive. The music is the same old Zelda theme - which really gets the vibe going, and then the way the video shows hollowed out oaks, makes you think of wandering through the forest in the old SNES game.

The way tree stumps were depicted in one of the shots, reminded me of hacking down the trees in previous Zelda games. Rather than being in a deep, dark, 3D world, the game makes you feel as though someone has breathed life into your old skool Zelda games. It's not gritty realism, but it is DEFINITELY Zelda.

Characterisation:

There are some neat little touches in the footage revealed, like when Link takes a low swipe at an enemy, who then proceeds to hop around, clutching his foot, cartoon-style. Heh. Other great animations are when Link is trying not to be noticed by a guard with a search light, and has to tip toe past him. The fashion in which he tip toes is similar to, say, Jerry, tip toeing past a sleeping Tom in a Tom and Jerry cartoon. I'm not saying it's old fashioned and cheeseey, just that's it's fluid, well animated, and holds character. Heh. Link also has a cheeky wink which is demonstrated after he jumps across a gap whilst being chased by enemies. Link makes it to the otherside, but his adversaries fall to their peril. Cue that grin and cheeky wink.

MORE ONLINE!

CVG have also gotten a hold of third party games footage, and are also carrying details on other games such as Waverace, Eternal Darkness, Metroid, etc.

We suggest you visit their site now! They're attending the Nintendo show in Japan, you see? And so their website will be flooded with info over the next few days. So people, what are you waiting for?

www.computerandvideogames.com

News. No Fuss. No cool Layout. Just plain, simple, News.

News At Bullet Point:

- Sonic Adventure 2 is being converted to Gamecube.
 - Xbox has been delayed in Japan, until early next year. By comparison, the US launch is the 8th of November, whilst an exact date has yet to be set for Europe - we're told it's to be "Early Spring". More details on Microsoft's plans for Japan will be announced on Monday - so keep checking those websites!
 - The Gamecube release date for the USA has also changed. Now it's the 18th of November instead of the 5th. The Japanese release date remains set at September the 14th. Please note, Mario Sunshine, and Zelda aren't due until next year (Mario in the summer, and Zelda in the winter) so these titles will not be available on import for some time.
 - Gamecube's US launch titles include WaveRace and Luigi's Mansion, with Pikmin due a day or two later, and
- Super Smash Bros Melee and Eternal Darkness due out on the 3rd of December. A further 12 Third Party games will also be available in the US before Christmas, including the likes of SSX Tricky, Crazy Taxi and Star Wars: Rogue Leader. Keep your eyes on your local import shop's window.
 - Namco's Soul Calibur 2 has been announced for Gamecube.
 - Infogrames has picked up Namco's Dig Dug and Ms Pac-man franchises, and plans on publishing new versions of both games for the P.C., under the titles "Ms Pac-man: Quest for the Golden Maze" and "Dig Dug Deeper". Both titles will be developed by UK-based Creature Labs.
 - Digital Extremes has taken over work on Unreal Championship (Xbox), in the place of Unreal Tournament developers Epic. Digital Extremes have also added new
- touches to the Unreal engine, such as a particle system that emulates mist and dust, that can be dispersed by weapon fire or character movements.
 - 1080° Snowboarding 2 was also unveiled for Gamecube at Nintendo SpaceWorld.
 - Aliens V.S. Predator Gold Edition is coming to Mac courtesy of Mac games publisher MacPlay. It will be available for OS X and OS 9, as of the 21st of September [US Date].
 - Mario Kart Advance screeches onto Gameboy Advance on 14th of Sept.
 - Nintendo will release two types of modem for Gamecube in Japan, early next year, to enable users to play Sega's Phantasy Star Online [it's due March 2002 in Japan]. Nintendo say they will formulate their own online gaming plans once they have confirmed that it's profitable to do so. Oooh....

S e d u c e d b y a p a r i t y c h e c k b i t .

Bouff.tv

**The ultimate online resource
for exclusive Emily Booth
merchandise and
memorabilia!**

*"That'll be a fiver alright?
No - I mean for the photo!!
Tut-tut. I don't know!"*



Visit
www.bouff.tv
for more
photos!



bouff

YEP, we couldn't believe it either, but it's true. There's now an official Bouff website, glorifying Emily Booth, co-presenter of Channel 4's computer games show, BITs.

Y'know - she's the good looking one out of those three gaming girls, who also happened to star in some dodgy B movies, with connotative titles such as "Perverilla", etc. Now you can buy signed Bouff merchandise, buy a series of photos of her, or join in an auction for her kinky boots (currently in the 100s of pounds).

Geez, where will it end? You can even read all the latest news about how she's presenting a paintball show on Bravo, and is also starring in another film. Geez..I don't know, you present a games show along with a couple of more

"average" looking ladies (tho' still not bad) and before you know it you're a celebrity. Tsk.

Well, it's a great promo act this site, and if it works, great for her, great for her celeb status, and great for drooling Bouff fans. But it does seem a bit much. Still....
<http://www.bouff.tv>

Angelina Jolie...Jolie...Joleen, Joleen!



Lara croft, the lady with the cute and small in-game breasts, and yet massive promo-shot breasts, and a face that changes each year depending on who the model is, has now received her own movie.

Totally groovy in concept, we expected the film to play out like an Indiana Jones meets James Bond epic, with a heavy dose of girl power, that would prove that a successful game could also be a successful movie.

However, although Tomb Raider will no doubt be a financial success, as loads of people, ourselves included, coughed up money to see the film, it really isn't worth the entrance fee.

Don't get me wrong - it's not that it's a terrible film. The camera work is spot on, the action is well choreographed, and the actors can act, but despite all this, I found the movie really empty.

It wasn't gripping, it wasn't particularly enigmatic, and it wasn't really even that interesting. Action scenes seemed to feel more like music videos, and so instead of sitting on the edge of your seat, wondering how

NOW PLAYING

Please don't watch me just because you care♪.♪



Lara was going to get out of the dodgy predicament she was in, you just sat back, passive, happily tapping your toe to the soundtrack, knowing that Lara, being the heroine, would get out of the situation unscarred. There was little in the way of tension or suspense. There was no adrenalin rush of excitement, no shocks, and most people in the cinema were taking the action laying back, not at all on the edge of their seats!

Then there's the plot. It's not quite as empty as some plots. Manga's Street Fighter 2 animation seemed to just give a series of excuses for fights, but at least that animation was amazing with some memorable moments. Tomb Raider on the other hand gives us a lot that sounds quite indepth if you were to explain it to

somebody, but as part of the film it just seems to be a mere "nice touch", as most of it is linked into Lara's feelings for her deceased dad. It's good. But it's not enough.

I've recently been watching the Evangelion series which a friend has lent me, and so I'm getting into media texts that actually send a message out to the audience [Evangelion gets very philosophical on life]. It's not just a Japanese thing either, the original Planet of The Apes movies had political commentary, and even He-man and She-rah used to contain a little moral at the end. What I'm getting at is that there seemed no point in making the movie. Paramount just did it because they could. It was like, they didn't have an idea for a movie, but rather had a license for a movie, and built a movie

around that license. I guess in this way, it's a bit like those ill-thought out licensed platform games of the early nineties. Remember those? Where game developers would pick up movie licenses and just build a bog standard platform game around them? There was nothing ever really wrong with those licensed games, but they gave us something we had seen before, and played to death. Likewise, Tomb Raider the Movie is a product of Hollywood. Great acting, brilliant special effects, and a nice fit bird with some guns, but none of the integrity and mind-play of a small independent film. If it was a game we'd say "Pretty Graphics, shame about the gameplay".

I'm not gonna just end by saying it sucks 'cos it's just Hollywood, because there are even other Hollywood

That was an obscure reference to a country and western song btw...ask your Dad.



produced movies that are better than this. A couple of friends of mine recently watched *The Goonies* (that's going back a bit isn't it? Ed.) - a movie that's been on TV most Christmas's that sees a bunch of kids go underground in search of buried pirate treasure. It's a classic, and yet it places a lot more emphasis on the characters involved in the exploit, and what happens during their exploits. The same is not true for *Tomb Raider*. You rush into the movie, watch Lara kick ass, sparks fly, enemies die, and then you leave, minus £3.70 and 2 hours, wondering what the point of all of it was. It's not just the fact that it's overly action-based, that saw me not enjoy it, for even the action scenes, as I've explained, don't really excite. It's just the fact that it's well produced mediocrity.

Angelina Jolie does make a good Lara Croft, even though she's got the wrong colour hair, but whilst you might think that it's refreshing to see a female lead character, she fits perfectly into the narrative model as the hero, meaning that yes, it's good we've a female hero, but she's no different to other heros in other movies, adding to the feeling that the movie offers little new. As for sex appeal, in herself she's nice, but the movie is not overly sexist. That is kind of refreshing, but means that those going to see the movie just for a shower scene may be disappointed. There is a shower scene, but it's very short and shows little more than her head. The shower's architecture is shown off more than Angelina's body. (Golden faucets, and two entrances!).

So to conclude, the film has been very professionally made, and Angelina Jolie makes a good Lara Croft. However, the movie feels empty and pointless, with a mediocre plot, and action scenes that prove to be about as gripping as a slippery bath's base. It's not terrible, but with so many better movies available for rental, it's a waste of your time and money to see this at the cinema, when, ultimately, it proves unrewarding and ungratifying.

~Andrew Mehta~

Second Opinion:

It sucks.

Both *Shrek* and *Jurassic Park 3* are better than this. That's not my opinion. That's fact.

~Ben Evans~

God is good, Satan is evil.



FINAL FANTASY
THE SPIRITS WITHIN

O n l y h u m a n s a r e f r e e .

A N E W F A N T A S Y A F I N A L F A N T A S Y

The Final Fantasy Series of Video games have a reputation for meaningful storylines backed up by illustrious, awe-inspiring full motion video sequences (FMV), so when we learnt that Square had taken their winning formula of story-telling to the big screen, we were extremely excited.

The Trailer, however, quashed our enthusiasm. Instead of a brilliant fantasy adventure, the film looked like an Aliens wannabe. A Sci Fi film with little originality, and none of the innovative approaches to story-telling that we had witnessed in the video game. But the trailer lied.

The film was good.

And the ideas put forward, whilst simple and thus easy to grasp, let my thoughts wonder in and out of Christian and Hindu philosophies, whilst pondering western culture as a whole.

But maybe that's just me.



Science protects us from nature.



You see, it's not that the film is overly deep and meaningful. Basically, it's the premise of the movie that's the deep bit. The story goes that a massive meteor has crashed onto planet earth and unleashed a huge variety of different aggressors with the capacity to either infect humans, or to steal their souls (they infect humans upon contact, and steal souls as an attack method).

Whole cities have been left derelict as souls of citizens have been absorbed from their bodies. And remaining humans have two lines of defense. Firstly, they've devised weapons that can be used against the enemy, and they've also created a protective barrier, placed around the few remaining earthen cities, that uses a wave form the aliens can't penetrate to protect the citizens inside.

Will nature destroy itself without human intervention?

Now the council governing the surviving earthen cities wants to put a stop to the alien menace once and for all. The developer of the defensive weapons (General Hein) proposes that a huge cannon be built using the same technology, and that they go on the offensive by targeting the crater where the aliens first appeared, and are most rampant.

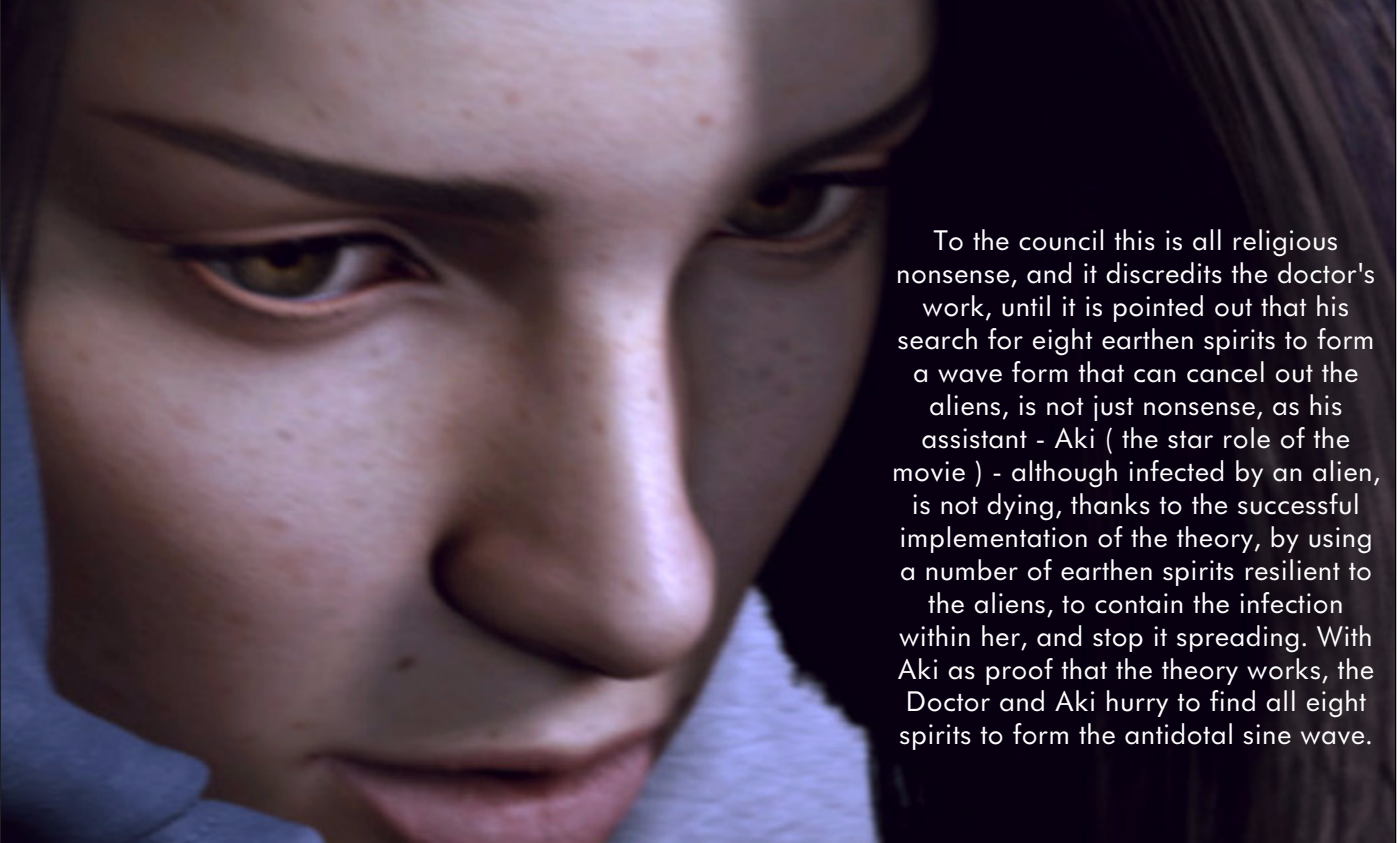
The developer of the protective city barrier, Dr Sid, however, has another idea. He believes that a wave form can be created that would cancel the menace

out, and justifies this method by claiming that aliens are becoming more resilient to the weapons employed against them by the likes of Hein.

Dr Sid also sights an offensive attack as putting the very earth in jeopardy. His concerns however, lie with a personal belief in Mother Earth - a natural spiritual force known as Gia. For each time the aliens are attacked, they burrow deeper into the earth's core, and Dr Sid fears it will find the spirit of the earth - nature herself - and consume it.



777 - Paganism was never blaspheme.

A close-up, low-angle shot of a woman's face, looking downwards and slightly to the right. Her expression is serious and contemplative. The lighting is soft, highlighting her features. The background is dark and out of focus.

To the council this is all religious nonsense, and it discredits the doctor's work, until it is pointed out that his search for eight earthen spirits to form a wave form that can cancel out the aliens, is not just nonsense, as his assistant - Aki (the star role of the movie) - although infected by an alien, is not dying, thanks to the successful implementation of the theory, by using a number of earthen spirits resilient to the aliens, to contain the infection within her, and stop it spreading. With Aki as proof that the theory works, the Doctor and Aki hurry to find all eight spirits to form the antidotal sine wave.

Unless trees are not in the book of life.



The Plot sounds pretty intense, doesn't it? But actually, what I've just described is the movie's premise, as established at the beginning of the film.

Once all of this plot has been cleverly conveyed through intelligent cinematic narrative, the movie takes on a less plot-heavy feel, and more of the equilibrium, disruption, equilibrium, disruption pattern common to many films.

That is to say that, everything is fine [equilibrium], and then all of a sudden the characters have a

crisis on their hands [disruption] and have to deal with it.

In most films of this nature, it all gets a bit cheesy. Musicals are particularly notorious for using an equilibrium/disruption pattern, with the most difficult problems being resolved with a song and a dance, but I'm really glad to say that this movie doesn't play out like cheese.

So what's stopping the scenes from smelling like Gorgonzola? Quite simply, it's excellent characterisation, and that initial

premise-setting. You CARE about Aki, you come to UNDERSTAND the relationship between Aki and Grey, you WANT Dr Sid's theories to be proved true, and you get really ANXIOUS when General Hein barks up the wrong tree - doing what he believes is right, when you know just how wrong it is. You really want to just get out of your seat, jump into the film and physically stop him, he's so irritating!!!!

Because of this personal involvement, the film really draws you in. I mean, in Tomb Raider,

Are creatures soulless - just food?



when Lara was fighting to protect the clock, I was sitting back tapping my toe to the music. However, in this film, I was on the edge of my seat for the most part.

But is it a good film?

Well what it does, it does very well. You empathise with the characters, and come to care about what happens, but in terms of the experience of actually watching, I felt anxiety, fear, concern, tension, etc. For the film to make me feel those things, there's obviously something there, but personally, I don't get off on

tension, and suspense - which was what a lot of the film revolved around.

Therefore, it's a good movie, but it's not going to be everybody's cup of tea. For instance, the movie does have a lot of action scenes, but if you're after mindless action, this isn't the film for you, as the brilliance of the action sequences lies in the race against time, the danger they're in, the stakes involved, martyrs to the cause - proving that the enemy is a real threat, etc (it's not just trekkies in red shirts that die in this movie, y'know).

So - it's good if you want a lot of tension. But there is another reason to go and see it. And that's something a tad shallower. The computer generated graphics.

I'll admit - they're not the most incredible ever, since as game players, we've seen a lot of high quality FMV, but what's there is incredibly realistic, even if it's not always awe-inspiring (although the film does have its moments).

The computer generated animation lends a real distinctive feel to the film. The majestic and

But we don't eat all the creatures of the sea.



also sometimes apocalyptic nature of Aki's mysterious dreams are beautifully rendered, in a way which got me thinking about the book of Revelations and Armageddon (although that could just be me again). And at the very end of the movie, after the on-screen animation has been so frenetic, we're suddenly treated to a peaceful scene of a flying eagle, and it's just so beautiful and moving - all that chaos, and then, so much tranquillity. I'm not sure if the same cut would have been half as impressive if traditionally filmed.

So to conclude, if we were giving this a United Games rating, it would have to be a Groovy Green. It's great if you like this sort of thing. So if you can get your teeth into the plot and the ideas put forward at the very beginning of the film, you'll be able to empathise with the characters, understanding and caring about their motives, and when that happens, you'll be vulnerable to the way the film plays on tension, suspense, anticipation, and anxiety.

However, if you've got better things to do than get anxious over a load of computer generated characters, no matter how impressive the visuals are, then perhaps you had better spend your £3.50 on something else.

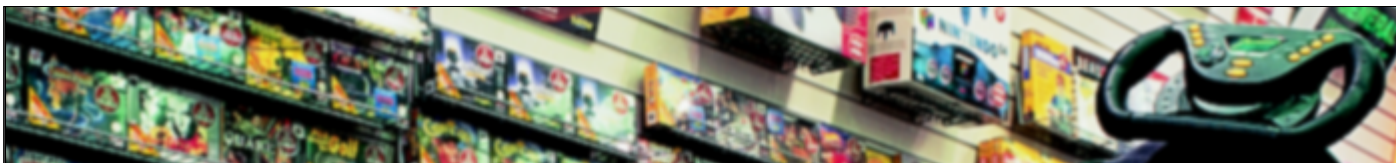
That's the Score people.

~Andrew Mehta~

SECOND OPINION:

This is the best game to movie conversion to date. This more than makes up for all that Tomb Raider c**p.

~Ben Evans~



United Games @The Shops

Well, there was a lot of chaos going on at shops with the last issue. The original idea was for United Games to be sold in all Computer Exchange and CHIPS shops, but two weeks after the magazine's release, copies sent to Computer Exchange were still sitting in the head office!

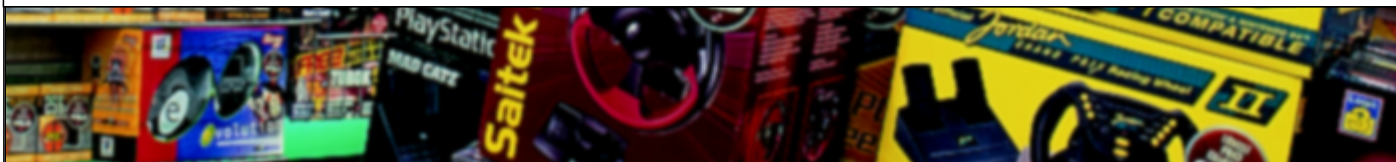
CHIPS were really funky, and had their issues out on time, but there was a bit of bother getting them to shelf with CEX. Now don't get me wrong, CEX are cool and groovy

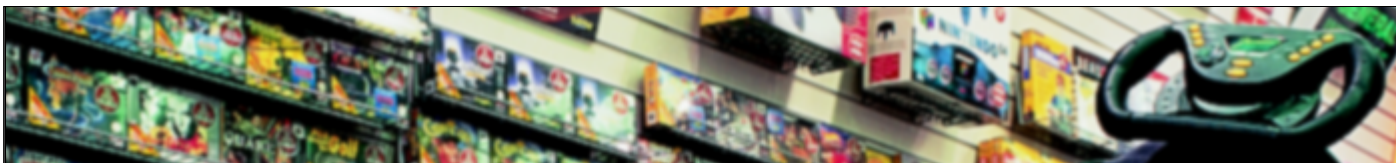
people, and have supported United Games since 1998, but all of a sudden their Managing Director, got cold feet about stocking it. In the end we struck a compromise, and a number of issues made it out to both the Central London and Harrow stores, but wider distribution was not to be.

At the time we didn't know whether to kill 'em or kiss 'em, 'cos although they were being problematic with regards to stocking United Games, they also

allowed us to play Gameboy Advance a day before the Japanese launch (this was March, remember?), they've also offered to plug our website when it launches, and the message from their marketing director wasn't so much "We won't stock you" it was more along the lines of : "Let us sponsor you, and give you a circulation of 10,000 or else it's not worth our time".

We nearly considered selling out, but after discussions with the





Team, the idea was rejected. We're gonna get to the top on OUR terms. CEX haven't ruled out stocking the next issue of United Games, and Marketing Director Derek Lynch asked us to stay in touch, because of that. What's more is that CEX now have a new Managing Director, so the only geezer who opposed us last time has gone.

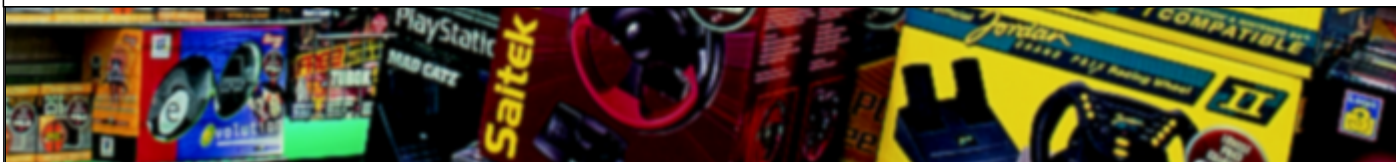
Even so, the ordeal did raise various questions and issues with regards to the terms under which

United Games is stocked, and as such, these terms might be reviewed, to give shops a better deal on United Games.

P.S. - United Games in no way disses CEX, who allowed us to play GBA very early on (we did a news write-up for our then sister site www.egncity.com), and who even had their in house staff write last issue's lead PlayStation review. It just sucks when we can't get issues to market due to some dispute we don't understand.

New SHOPS!

As ever, we're hoping to expand our distribution, getting your favourite mag to more areas, and your contributions seen by more readers! Stuart of **INSANE Games** has told us he'd love to stock the next issue in all three INSANE stores. Great 'eh? Furthermore, both **Playhouse** and **Gaimz Zone** have expressed an interest in stocking United Games, and we'll be chasing them up shortly to sort it all out. We'll also continue to be stocked at all **CHIPS** stores too.





BACK ISSUES

Missed out on a previous issue? Don't worry, we have a small selection of back issues that you can order. Good to know, isn't it?

ORDER FORM:

I say! What a splendid selection of back issues you have there. I've glanced at your little write ups for each issue and come to the conclusion that I simply NEED the following:

- [] Number of copies of UG:March 2001 @ £1.70 each.
- [] Number of copies of UG:Winter 1999 @ £1.50 each.
- [] Number of copies of UG:Sept 1998 @ £1.20 each.

I hereby enclose payment in the form of either a cheque made payable to the editor, Andrew Mehta, or else in the form of her Majesty The Queen's coins, taped firmly to cardboard. I understand that if I've fudged up my maths and not sent the correct amount, forgot to enclose a cheque, or not taped my coins to cardboard, resulting in dishonest Posties swiping my payment, then I might not get my issue. But I also understand the U.G. crew are groovy people, and will let me know if something is wrong, and/or return change in appropriate circumstances (i.e. overpayment, or if we sell out of the issue you desire). I hereby provide my name and address, to assist them in getting my back issues to me:

NAME:

ADDRESS:

Finally, I accept that filling out this form is completely pointless if I fail to place it in an envelope (along with payment), stick on a stamp, and post it to the following address:
United Games, 6 Cheviot Close, Ramleaze, West Swindon, Wiltshire, SN5 5QD.

March 2001 Issue:

After almost a year's silence, our massive come-back issue arrived at the end of February/beginning of March. Described by some readers as "the size of a telephone directory" it clocks in at a massive 88 pages, and was written by over 24 people!!! Definitely our best issue to date.



Did you know..?: Paul Davies from CVG contributed two lines to the issue. Try and find his brief comment, amidst 88 sides of top quality games coverage!

Features:

The Word On The Street - *what do the public really think about the PlayStation 2?*

Korea Looks West - *How South Korea plans to be at the forefront of the games industry by 2003,*

All Change for Sega - *Sega's new multiformat plans revealed,*

NUON DVD - *Details of the Nuon DVD technology and a round up of its games,*

Microsoft's Xbox - *A CES report,*

Gamecube - *Shrouded in secrecy?,*

Tyrannosaurus Tex - *The Gameboy's first fully 3D FPS(!) A full preview, plus an interview with the developers(!),*

Pokémon Gold and Silver - *James Haggart tells you what you need to know!*

Reviews:

Jet Set Radio (DC),

Rush 2049 (DC),

MDK2 (DC),

TimeStalkers (DC),

Resident Evil 2 (N64),

Perfect Dark (N64),

Mario Tennis (N64),

Zelda: Majora's Mask (N64),

Red Alert 2 (P.C.),

MechWarrior 3 (P.C.),

BattleZone 2 (P.C.),

Deus Ex (P.C.),

Resident Evil 3 (PS),

Vagrant Story (PS),

Gran Turismo 2 (PS),

WWF: Smackdown 2 (PS),

Perfect Dark (GBC),

Donkey Kong

Country (GBC),

Pokemon:

Pikachu Edition (GB)

Previews:

Conkers Bad Fur Day (N64),

HeadHunter (DC),

Hostile Waters (P.C.),

Empheeral Fantasia (PS2),

C-12 (PS),

Tyrannosaurus Tex (GBC),

Pokemon Gold / Silver (GBC),

Street Fighter EX3 (PS2),

Metal Gear Solid 2 (PS2),

Gran Turismo 3 A-spec (PS2).

Mario Kart Advanced (GBA)

PLUS!!

Much, much more, including WAP Gaming, Community Zone, Retro NES "Zapper" action, The Comedy Antics of the Team, Virtual Fighter 4 news and shots, The Cybiko Handheld, The Motorola A009, etc, etc....the list goes on and on!

Winter 1999!

The Winter '99 issue sported a new fresher look and feel, and brought both entertaining and serious articles together in one quality issue. It dealt admirably with controversial issues such as sex and violence in games, in a serious, sensible manner, and yet in the very same issue, Edd coined the phrase "Bombing around like a headless chicken". Games Journalism hasn't been the same since. Oh, and Daniel Griffiths, then editor of GamesMaster said he liked the 'zine too. That's gotta count for something.



Features:

The Future of Gaming -
A look at where gaming is headed, debates about sexual and violent games content, details on future innovations, and then, finally, a look at each new games system: Dreamcast, PS2, Gamecube, the ever-evolving P.C., and NUON DVD.

SNK's NeoGeo Pocket Colour -
Hardware feature and games round-up.

Too Much Choice is the price of Capitalism -
A brief look at the available 3D graphic cards for P.C. systems.

Revival of the Undusted Spectrum! -
Ben and Andrew get out the old rubber keys for some retro gaming action!

Reviews:

WWF Attitude (PS),
Xenogears (PS),
Super Smash Bros (N64),
Superman 64 (N64),
Alien V.S. Predator (P.C.),
Outcast (P.C.),
Sonic Adventure (D.C.),
WWF: Attitude (GBC),
Race on (Arcade),
Alpine Surfer (Arcade).

Previews:

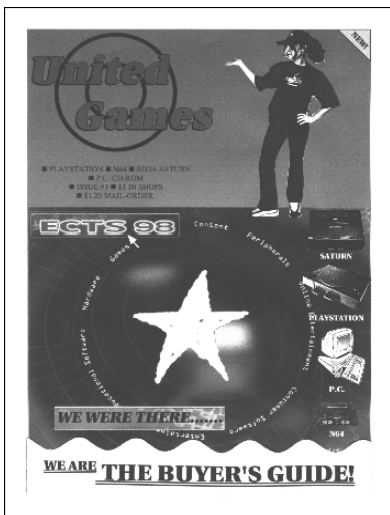
Garlerians (PS),
The Nomad Soul (PC),
South Park Rally (N64),
Evolution (DC).

PLUS!!

Much, much more!

September 1998!!

Our debut issue launched in September and was released in two versions - one with a green front cover, and another with a purple front cover. Clare was our model back then, sporting a Final Fantasy VII T-shirt and G-police cap courtesy of Electronic Boutique.



Features:

ECTS 1998 Show Report -
Jazz and Swag report back from Europe's premier games show.

Reviews:

Deep Fear (SAT),
Steep Slope Sliders (SAT),
Tekken 3 (PS),
Overboard (PS),
WWF:WarZone (N64),
Banjo Kazooie (N64),
StarCraft (P.C.),
Deathmatch Maker 2 (P.C.),
Rental Review -
Shining Force 3 (SAT).

Previews:

(all part of the ECTS feature):
Earthworm Jim 3D (N64),
Zelda 64 (N64),
Gameboy Color (sic),
Metal Gear Solid (PS),
Tomb Raider 3 (PS),
Crash Bandicoot 3 (PS),
Carmageddon 2 (P.C.),
Turok 2:
Seeds of Evil (P.C./N64).

PLUS!!

Much, much more, including Retro Zone, On The Shelf: Bargain Hunter, Top Colour charts, and The Comedy Antics of the Team!

M o r e t h a n m e e t s t h e e y e .

TRANSFORMERS THE LOST CHRONICLES

United Games Team Member Ken Flatt isn't just our Arcade Guru. Uh-uh. He also runs his own fanzine. It's not about computer games though, oh no, it's about The Transformers: Robots In Disguise.

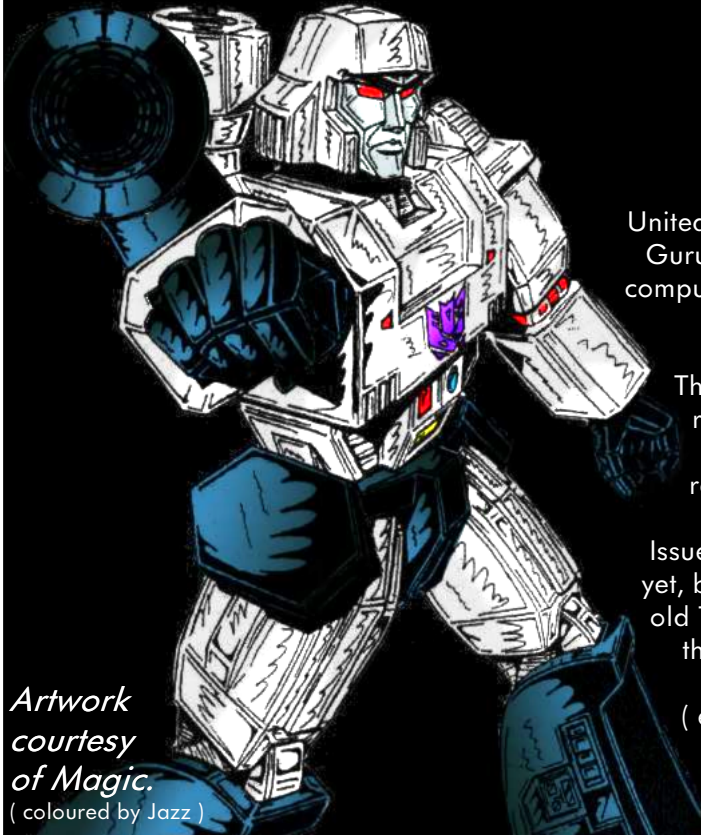
The Lost Chronicles has in recent times become mainly a reprint 'zine, reprinting stories from older Transformers Fanzines that are no longer available. Even still, the reprinted material is reprinted for a reason - it's bloody great and more people need to see it.

Issue #12 has only just come out, and so we haven't got it yet, but issue #11 featured a 10th anniversary tribute to the old TransStrip fanzine in the form of a double comic strip that pushed the page count up to an unprecedented 32 pages! TF:TLC is available by sending a mere 50p (either coins taped to card, or else a Cheque or Postal Order made payable to Ken Flatt) to:

Kenshin Flatt, Flat 1, 56 Charlton Road, Keynsham, Bristol, BS31, 2JB.

*Artwork
courtesy
of Magic.*

(coloured by Jazz)



Retro Pie in the Sky, dropping little Mad Greys.

Retro Collector

**THE ULTIMATE GUIDE TO WHAT'S WORTH
WHAT IN THE WORLD OF GAMES COLLECTING**

Retro Collector is more than just another nostalgic magazine. Spanning more than 100 pages, and covering over 35 formats, the magazine features information aimed at valuing your games collection. Did you know that some Spectrum games sell for more than £20? That Panzer Dragoon Saga on Sega Saturn averages £100 to £125 at Auction, or that Battlesphere on Jaguar fetches £200?

Retro Collector is particularly note worthy as it's being made by the pioneer of the INSANES fanzine, Stuart Tracey, with help from United Games fanzine's very own Ross Sillifant. The magazine won't be launching until October the 15th, but in the meanwhile, there's a website to visit at <http://www.diehardgamer.co.uk>. There you'll find more information on the magazine, and...<drum roll>...wait for it....<rim-shot> a competition to win £50 worth of games!! All together now: Crazzzzzzeeeeeee!

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W a f f l e s d o n e o n b o t h s i d e s !



Right! Well, what did you think of the first newsletter? Heh. We know what we thought - too long, and too time consuming. From the next newsletter onwards, we'll be a heck of a lot thinner, and shorter - but it'll deliver news to you fast, and regularly. You'll hear it first through GX.

It's our first issue of GX, so we had a few problems getting to print. You see, we needed to create a single PDF file so people could download this through the net, and that meant getting all the pages of the newsletter

together in one file. And that file, in it's raw format, took over 60Megs! And we hadn't spell checked the thing. It took an entire day to spell check, in the end, because at 60 Megs, our dodgy computer kept crashing.

Anyway, I finally sorted out the problem, and am about to print, but because it's taken an extra day or so, there are some more news stories you might want to know about. Namely, X-box will launch in Japan on 22nd Feb, and perhaps more excitingly, Namco have annouced four titles for the machine. Namely Ridge Racer Latest Version (working title), Soul Calibur 2, a new adventure game called Dead to Rights, and an as yet unannouced title. The

latter two will be exclusive to Xbox. Namco are also looking to support Xbox's online capabilities.

Nintendo-wise, there's now footage of Metroid available on the web, and more Zelda and Mario Sunshine screenshots are available to view, than when we first wrote our article. I know we plugged CVG quite a lot, but other websites are also a good source for SpaceWorld news, such as www.gamesradar.com for instance.

Anyway, I hope you enjoyed the newsletter. Thanks to Martin for the idea of release date listings. They just missed this week's newsletter but we'll have 'em in next time! Till then - ciao!

~Editor: Andrew Mehta~

I t A I I E n d s H e r e



Game eXtra
Newsletter#1

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